Audio::SceneManager + SceneManager() + ~SceneManager() + createSource() + createSource() + createSource() + destroySource() + playSource() + playSource() + createScene() + getScene() and 24 more... # internalRenderer() # addScene() # activationPhaseImpl() # updateSourcesImpl() # updateListenerImpl() # singletonInstance Singleton< SceneManager >

+ getSingleton()
~Singleton()
initializeSingleton()
deinitializeSingleton()